WATERFLAME SCANLATIONS
1
AFTER
SCHOOL
DICE
CLUB
放課後倶楽部
TSUNSLATOR:
>NIFFER中道裕大
協力・すごろくや
TS/CLEANER:
>WATERFLAME
QC:
>XENON
PROOFREADER:
>NIFFER & EUTHROSYNE
Waterflamescans.net
Waterflamescans
Waterflame@bato.to
Waterflame Scanlations
WE'RE LOOKING FOR
TRANSLATORS(JP,CH,
KR) & PROOFREADERS
YOU'RE PRETTY MUCH
ALREADY ACCEPTED!
WE DON'T BITE!

# WATERFLAME SCANLATIONS

WE ARE LOOKING FOR TRANSLATORS FOR THE PROJECTS BELOW OR THEY WILL HAVE TO STAY ON INDEFINITE HOLD.

THE LITTLE MATCH GIRL

KYOUHAKU DOG'S -ANOTHER SECRET-

WE DON'T BITE!

NO PREVIOUS EXPERIENCE REQUIRED! WHY NOT GIVE IT A SHOT?

YOU'RE PRETTY MUCH ALREADY ACCEPTED!

LIKE WHAT WE DO? WHY NOT GIFT US SOME MONIES. THIS IS A COSTLY HOBBY. THOUGH YOU DON'T HAVE TO... IT'S NOT LIKE I WANT YOUR MONEY OR ANYTHING... BAKA :P

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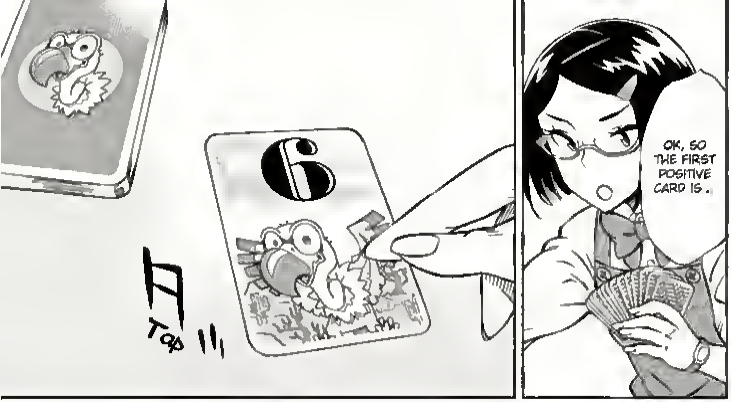
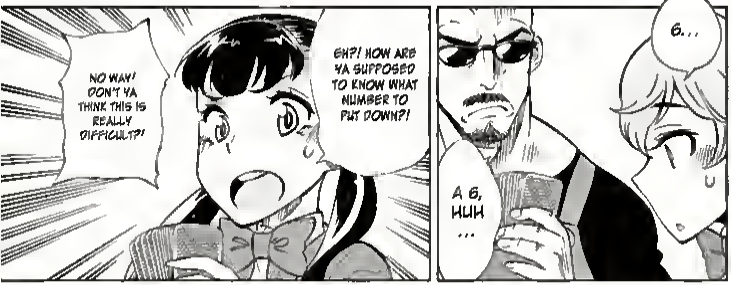
amazon.co.jp

Waterflame Scanlations

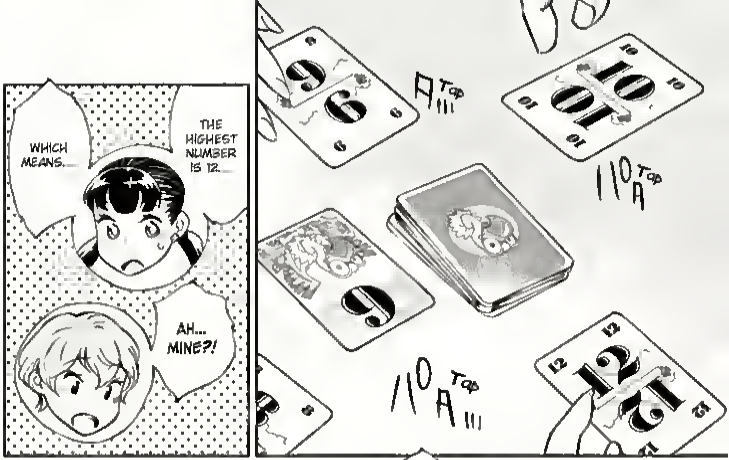
CHAPTER 9:
BECAUSE IT'S MY DREAM!


6
OK, SO THE FIRST POSITIVE CARD IS...


NO WAY! DON'T YA THINK THIS IS REALLY DIFFICULT?!
EH?! HOW ARE YA SUPPOSED TO KNOW WHAT NUMBER TO PUT DOWN?!
6...
A 6, HUH...

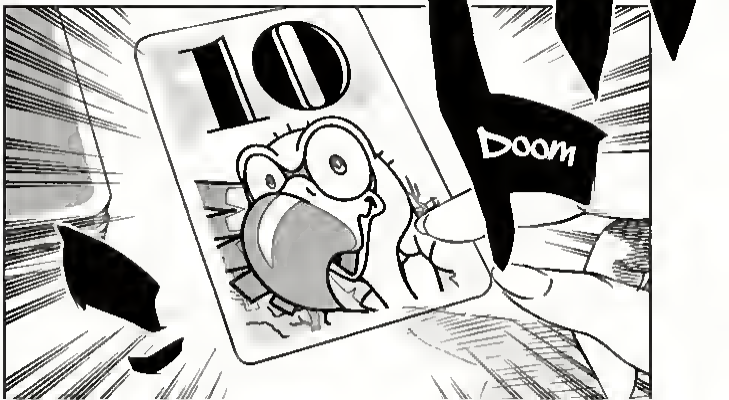
READY AND—
SO EVERYONE'S PUT A CARD DOWN. NOW WE TURN THEM OVER TOGETHER.

I, I GUESS THIS ONE THEN?

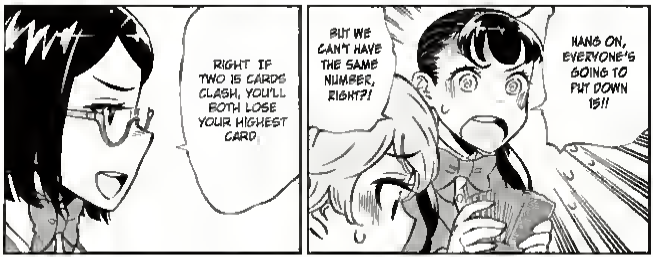

THE HIGHEST NUMBER IS 12...
WHICH MEANS...
AH... MINE?!
9
10
12
Top

!!
NEXT IS...
THE PACE IS GOING TO START PICKING UP NOW.
YAY...♡

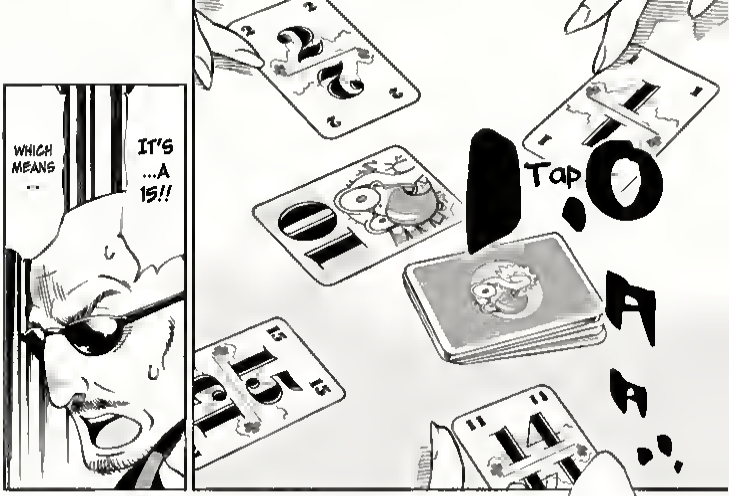


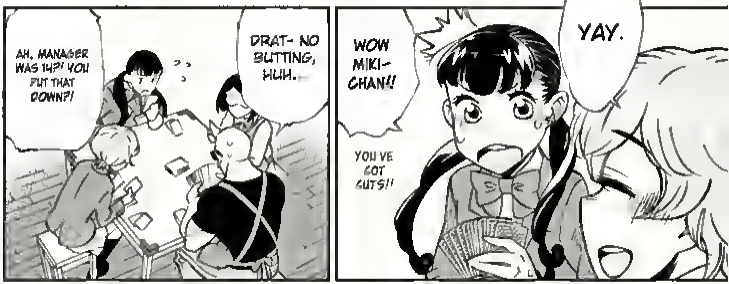

10
Doom

FOR SOME REASON THESE POINTS LOOK LIKE MONEY...!
AH... I WANT IT...!!
IT... IT'S THE 10 ...!!

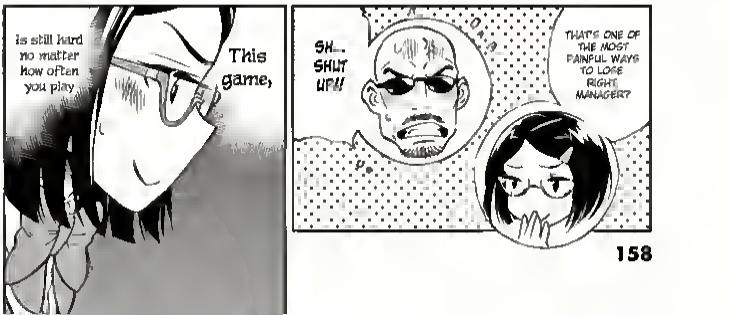

RIGHT. IF TWO 15 CARDS CLASH, YOU'LL BOTH LOSE YOUR HIGHEST CARD.
BUT WE CAN'T HAVE THE SAME NUMBER, RIGHT?!
HANG ON, EVERYONE'S GOING TO PUT DOWN 15!!

YEAH
EVERYONE PUT DOWN A CARD?
HERE WE GO, THEN! ONE, TWO ...!!
AHH!! WH-WHAT SHOULD I DO?!
BUT IF YOU TRY TO AVOID THE 15 AND PUT A 13 OR 14 DOWN INSTEAD, YOU MIGHT STILL GET BUSTED OUT.
THAT HAPPENS QUITE OFTEN.

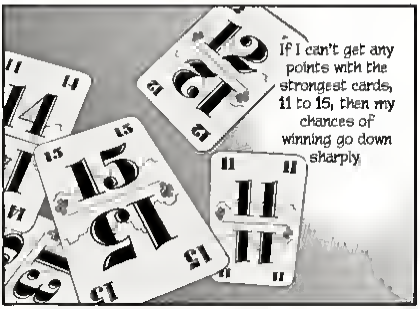

WHICH MEANS ...
IT'S ...A 15!!
Tap
2
10
15
11
.0 A A..


AH, MANAGER WAS 14?! YOU PUT THAT DOWN?!
DRAT- NO BLUFFING, HUH.
WOW MIKI-CHAN!!
YOU'VE GOT GUTS!!
YAY.

5

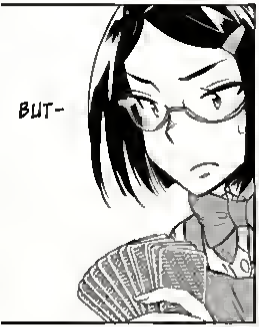

This game,
is still hard no matter how often you play.
SH... SHUT UP!!
THAT'S ONE OF THE MOST PAINFUL WAYS TO LOSE RIGHT, MANAGER?

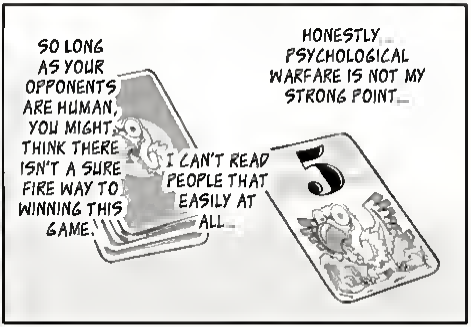
I WANT TO AVOID THE KIND OF SITUATION THE MANAGER IS IN AS MUCH AS POSSIBLE

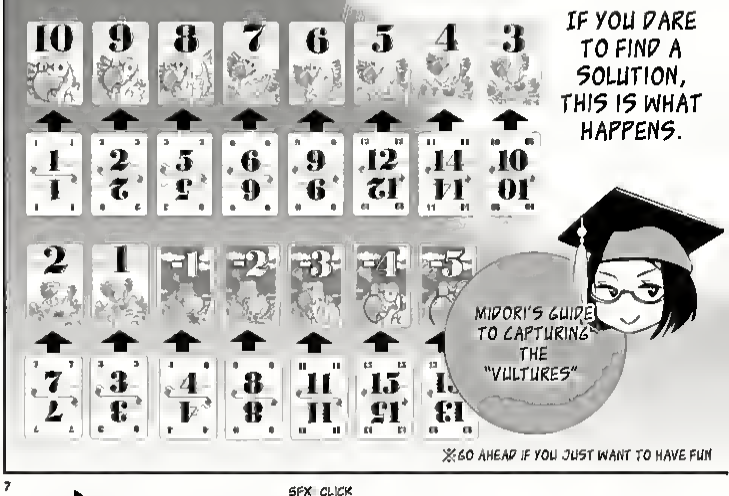

If I can't get any points with the strongest cards, 11 to 15, then my chances of winning go down sharply.

BUT THERE ARE A LOT OF TIMES WHEN THE CARDS ARE DUTTED.
TO WIN THIS GAME I NEED TO BE ABLE TO READ PEOPLE...

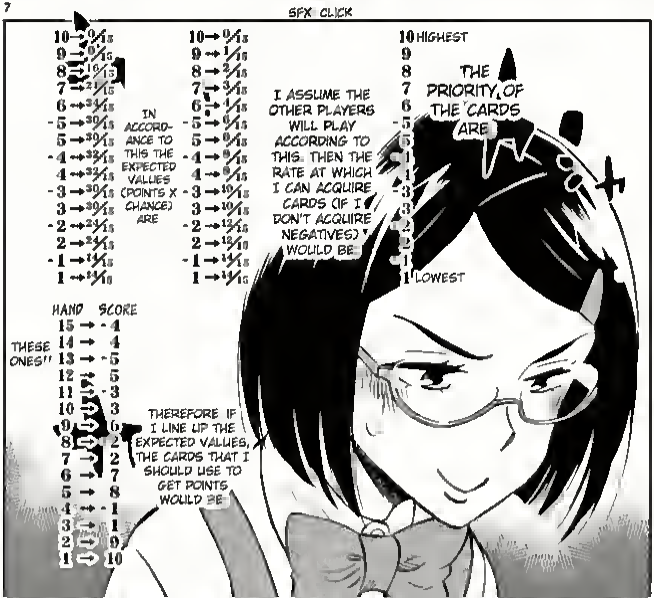
6

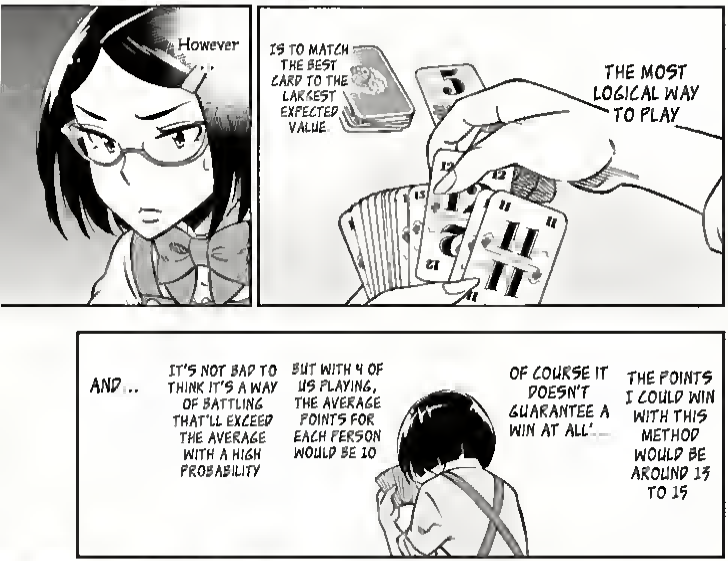

BUT-


SO LONG AS YOUR OPPONENTS ARE HUMAN, YOU MIGHT THINK THERE ISN'T A SURE FIRE WAY TO WINNING THIS GAME.
I CAN'T READ PEOPLE THAT EASILY AT ALL...
HONESTLY... PSYCHOLOGICAL WARFARE IS NOT MY STRONG POINT...

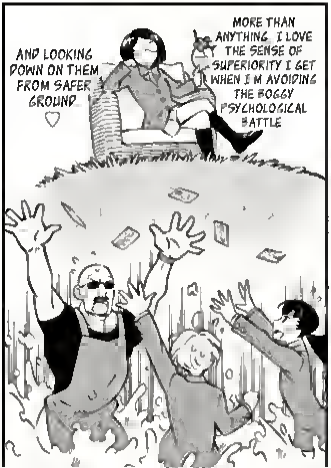

10 9 8 7 6 5 4 3
1 2 5 6 9 12 14 10
1 2 5 6 9 12 14 10
2 1 -1 -2 -3 -4 -5
7 3 4 8 11 15 13
2 3 1 8 11 15 13
IF YOU DARE TO FIND A SOLUTION, THIS IS WHAT HAPPENS.
MIDORI'S GUIDE TO CAPTURING THE "VULTURES"
※GO AHEAD IF YOU JUST WANT TO HAVE FUN




SFX: CLICK
10→9/15
9→8/15
8→16/15
7→21/15
6→3/15
-5→30/15
5→30/15
-4→32/15
4→32/15
-3→30/15
3→30/15
-2→24/15
2→24/15
-1→14/15
1→9/10
IN ACCORDANCE TO THIS THE EXPECTED VALUES (POINTS X CHANCE) ARE
10→9/15
9→1/15
8→2/15
7→3/15
6→1/15
-5→5/15
5→6/15
-4→8/15
4→8/15
-3→10/15
3→10/15
-2→12/15
2→12/10
-1→11/15
1→11/15
I ASSUME THE OTHER PLAYERS WILL PLAY ACCORDING TO THIS. THEN THE RATE AT WHICH I CAN ACQUIRE CARDS (IF I DON'T ACQUIRE NEGATIVES) WOULD BE
10 HIGHEST
9
8
7
6
-5
5
-4
4
-3
3
-2
2
-1
1 LOWEST
THE PRIORITY OF THE CARDS ARE
HAND SCORE
15 → -4
14 → 4
13 → -5
12 → 5
11 → -3
10 → 3
9 → 6
8 → 2
7 → 2
6 → 7
5 → 8
4 → -1
3 → 1
2 → 9
1 → 10
THESE ONES!!
THEREFORE IF I LINE UP THE EXPECTED VALUES, THE CARDS THAT I SHOULD USE TO GET POINTS WOULD BE


However...
IS TO MATCH THE BEST CARD TO THE LARGEST EXPECTED VALUE
THE MOST LOGICAL WAY TO PLAY
AND...
IT'S NOT BAD TO THINK IT'S A WAY OF BATTLING THAT'LL EXCEED THE AVERAGE WITH A HIGH PROBABILITY
BUT WITH 4 OF US PLAYING, THE AVERAGE POINTS FOR EACH PERSON WOULD BE 10
OF COURSE IT DOESN'T GUARANTEE A WIN AT ALL...
THE POINTS I COULD WIN WITH THIS METHOD WOULD BE AROUND 13 TO 15

STRUGGLE ALL YOU LIKE IN THE BOG!
HEHEHE... SHE'S SO WORRIED
READY, AAAND...!!
FOR I'LL WATCH FROM THE HIGH GROUND—!!


AND LOOKING DOWN ON THEM FROM SAFER GROUND
MORE THAN ANYTHING I LOVE THE SENSE OF SUPERIORITY I GET WHEN I'M AVOIDING THE FOGGY PSYCHOLOGICAL BATTLE

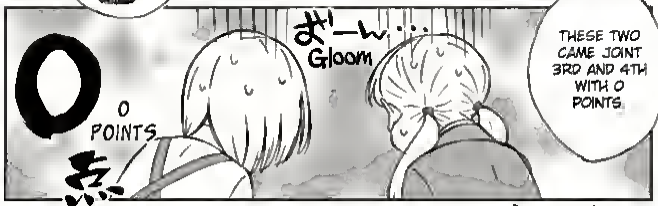
AHH HH~!
Boom
12
12
12

GULP
IT'S ME...
OH! WE OVERLAPPED AGAIN BUT WE'RE STILL OK MIDORI-CHAN!
AYA AGAIN ...!!
READY, AND!!
Dun!!

10

Don
AND ...!!
Don
AND !!
LET'S.. LET'S DRAW THE NEXT ONE!
READY, AND ...!!

Shine
I CAME 2ND!
THE OUTRIGHT WINNER IS MIKI-CHAN!!
SO... THAT MEANS
Ta-Dah!
9
2
01

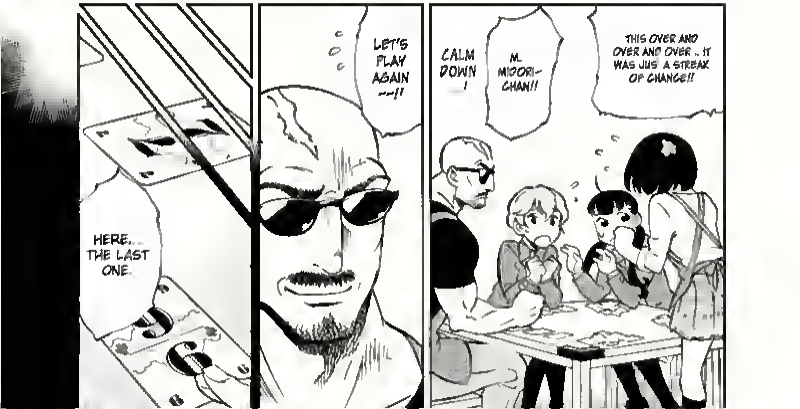

0 POINTS
Gloom
THESE TWO CAME JOINT 3RD AND 4TH WITH 0 POINTS

EH?
THIS GAME IS HARD FOR PEOPLE WHO ARE ALIKE
YOU BUTTED EACH OTHER A LOT.

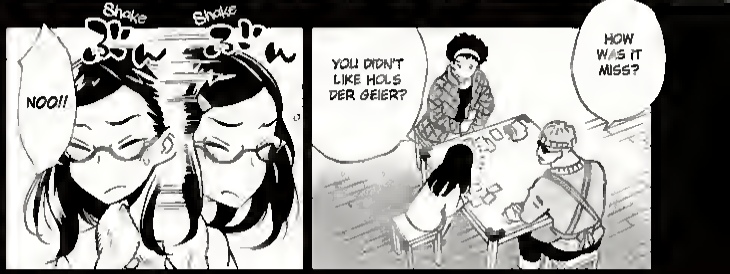
Sniff...
AWW... WHY DID WE KEEP BLOCKING EACH OTHER...?

Shake
Shake
Shake
I...
I... I DON'T THINK MY COMPILED LOGIC IS ANYTHING LIKE YOURS AYA.
OHHH..? SO, SO, THAT MEANS MIDORI AND I HAVE THE SAME TRAIN OF THOUGHT?
Jolt
I CAN' ACCEP' THIS!!!




HERE... THE LAST ONE.
LET'S PLAY AGAIN --!!
CALM DOWN !
M. MIDORI-CHAN!!
THIS OVER AND OVER AND OVER .. IT WAS JUS A STREAK OF CHANCE!!

.....
HUH?
HM...
YEAH! IT'S MY WIN MANAGER!!


Shake
Shake
NOO!!
YOU DIDN'T LIKE HOLS DER GEIER?
HOW WAS IT MISS?

IT'S THE FIRST TIME I'VE HAD TO THINK SO MUCH WHILE PLAYING A GAME.
THE RULES ARE SO SIMPLE AND YET...
3
5
2
SO...
SOMEONE THOUGHT UP THIS GAME?

THE PERSON WHO MADE THIS GAME...
WAS A REAL GENIUS!

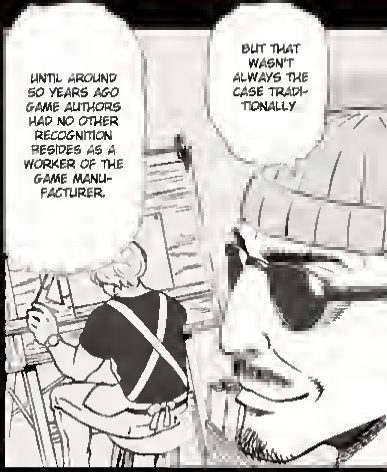
IN GERMANY, THEY CALL A PERSON WHO MAKES A GAME AN AUTHOR.

?

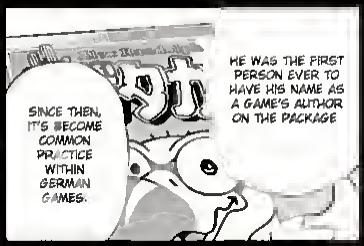
GAME AUTHORS...

IN GERMANY, GAME AUTHORS HAVE PRIDE IN PUBLISHING THEIR WORK JUST LIKE A NOVEL AUTHOR OR A MANGA ARTIST.
LOOK, NO MATTER WHAT THE GAME IT'S THE CREATOR'S NAME WRITTEN ON THE PACKAGE.
Hickstack

ALEX RANDOLPH...
THERE WAS AN AUTHOR WHOSE INFLUENCE GREW AND HE SET ABOUT GETTING VARIOUS RIGHTS, THE AUTHOR OF THIS GAME, HOL'S DER GEIER.


UNTIL AROUND 50 YEARS AGO GAME AUTHORS HAD NO OTHER RECOGNITION BESIDES AS A WORKER OF THE GAME MANUFACTURER.
BUT THAT WASN'T ALWAYS THE CASE TRADITIONALLY.

GAMES THAT WERE THE COMPANY'S BECAME THE AUTHOR'S WORK.
FROM THAT MOMENT ON,


SINCE THEN, IT'S BECOME COMMON PRACTICE WITHIN GERMAN GAMES.
HE WAS THE FIRST PERSON EVER TO HAVE HIS NAME AS A GAME'S AUTHOR ON THE PACKAGE

DO YOU KNOW WHAT THAT MEANS?
TO HAVE YOUR NAME PRINTED ON THE PACKAGE

Bo-Boom
トクン…
……




HELLO MANAGER!!
MIDORI-CHAN! YOU'RE BACK!
YEP! CAN WE PLAY ANOTHER NEW GAME?!
I DON'T MIND BUT YOU'VE BEEN COMING EVERY DAY. HAVEN'T YOU?
AREN'T THERE ANY FRIENDS YOU'D LIKE TO PLAY...
WITH ...?

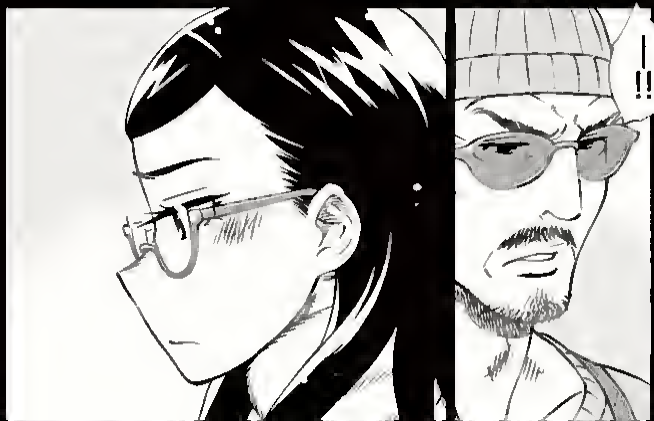
THEY ONLY LIKE TO TALK ABOUT POP STARS OR TOYS THEY LIKE.
THEY WOULD JUST MAKE FUN OF ME IF I TALKED ABOUT OTHER STUFF.

ANY GIRLS THE SAME AGE AS YOU...?
PLEASE DON'T MAKE FUN OF ME, MANAGER.

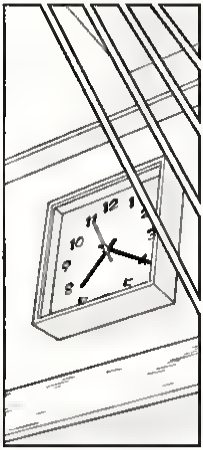
HMM...
WELL IF YOU SAY SO...

BESIDES I FIND IT MUCH MORE MEANINGFUL AND FUN TO PLAY GAMES WITH ADULTS HERE.

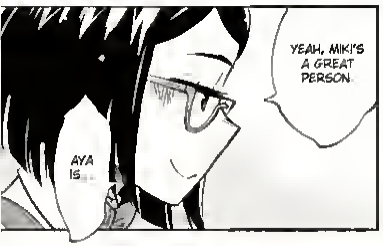



!!

NEVER EXPECTED THOSE TWO TO BLOCK SO MUCH!!
WELL I SURE MESSED UP HOL'S DER GEIER TODAY!

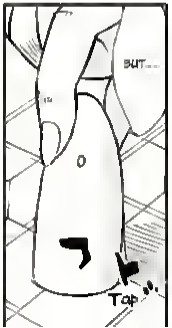


AYA AND I ARE COMPLETE OPPOSITES!
P... PLEASE DON'T SAY THAT!!
IT LOOKS LIKE YOU'RE GETTING ALONG REALLY WELL!

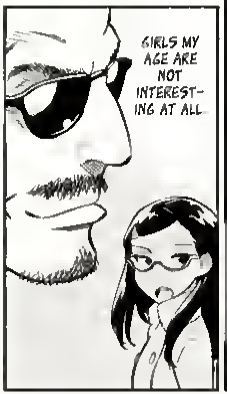

AYA IS...
YEAH, MIKI'S A GREAT PERSON.

.....
THEY'RE GREAT KIDS.



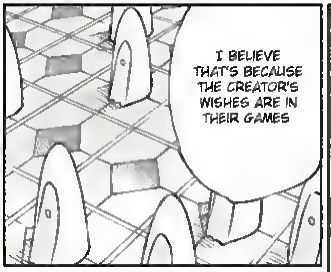

BUT....
Tap...

SHE DOESN'T LISTEN TO OTHER PEOPLE AND IS SOCIALLY INEPT
A SPUR OF THE MOMENT PERSON WHO DOESN'T KEEP TIME IS NOISY AND TOO EASY GOING
I CAN NEVER TELL WHAT SHE'S THINKING...


GIRLS MY AGE ARE NOT INTEREST-ING AT ALL

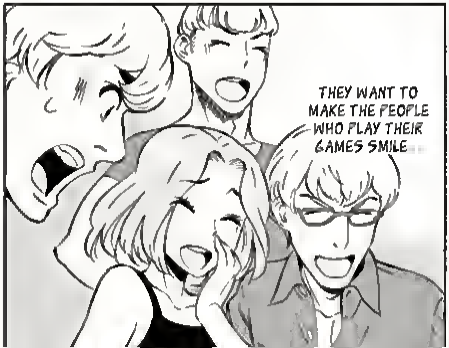
SHE'S A VERY...
INTERESTING PERSON THOUGH

THEIR WISHES ?


I BELIEVE THAT'S BECAUSE THE CREATOR'S WISHES ARE IN THEIR GAMES

WELL-MADE GAMES CONNECT THE HEARTS OF THOSE WHO PLAY THEM

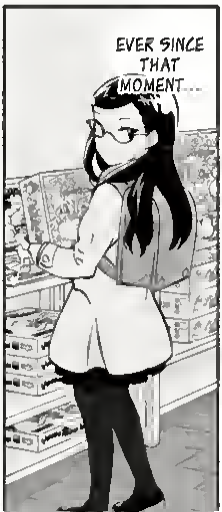
19


THEY WANT TO MAKE THE PEOPLE WHO PLAY THEIR GAMES SMILE

THAT WISH...
Pfft
BUT.. THANK YOU.
HMFH ..!
THAT WAS COOL BUT DOESN'T SUIT YA MANAGER!!
AHHA HAHA HA!!
20
THE PEOPLE WHO PLAY THEM SMILE
THOSE GAMES THAT MAKE
I'LL REMEMBER THEM WELL

BECAUSE IT'S MY DREAM,
TO BECOME A GAME CREATOR!

AH!
SO THAT MEANS I'M A SCIENCE PERSON PERHAPS?!!
MIDORI-CHAN AND I ARE ACTUALLY SIMILAR!
Just then...
.....
I WONDER


EVER SINCE THAT MOMENT...

I WANT TO KNOW MORE!

# GAME SMALL TALK

BY OLGE GAME SHOP OWNER, KOJI MARUTA

Title

## [ THE GRAND CAT AND MOUSE ]

### Hols der Geier

APPROXIMATE TIME 15 MINS
PUBLISHER STUDIO GIOCHI (ITALY)
JAPANESE PUBLISHER MORIUS GAMES
CREATOR ALEX RANDOLPH

THIS IS A CARD GAME THAT, JUST LIKE IN ROCK, PAPER, SCISSORS, EVERY PERSON REVEALS THEIR CARD AT THE SAME TIME, AND THE PERSON WITH THE HIGHEST NUMBER WINS THE POINTS.

EVERY TURN CAN REVEAL A RANDOM CARD BETWEEN -5 AND 10. BASED ON THAT, EACH PLAYER HOLDS CARDS NUMBERED FROM 1 TO 15, AND SELECT A CARD THINKING "HOW MUCH DO I WANT THIS?", THEN EVERYONE REVEALS THEIR CARDS TOGETHER. THE PERSON WITH THE HIGHEST NUMBER FOR THAT ROUND WINS THOSE POINTS.

YOU WANT TO WIN WITH THE HIGHEST POINTS POSSIBLE PLAYING THE BIGGEST CARD WHEN THE REWARD IS HIGH, BUT ONCE YOU HAVE PLAYED A CARD YOU CANNOT PLAY IT AGAIN. AND YOU WILL WANT TO AVOID PUTTING DOWN THE SAME CARD AS SOMEONE ELSE OTHERWISE YOUR CARD BECOMES INVALID.

THE GAME ENDS AFTER 15 TURNS. THE PERSON WITH THE MOST POINTS WINS. IT'S AN EASY TO UNDERSTAND "NUMBER BASED ROCK, PAPER, SCISSORS" GAME, WHICH CAN DEVELOP INTO DRAMA AS PEOPLE'S VARIOUS PERSONALITIES CLASH. IT'S AN INTERESTING GAME WHERE THE "BLUFFING AVERAGE" IS HIGH.